

CLAIMS

1. A method for handing off to a second server, in a streaming media system, a multiple description streaming session between a first server and a client, said method comprising the steps of:
- 5 a) selecting a second server to receive a handoff of a multiple description streaming media session between a first server and a client, said multiple description streaming media session comprised of a first multiple description bitstream and a second multiple description
- 10 bitstream; and
- b) receiving at said second server, said second multiple description bitstream for streaming to said client.
2. The method for handing off to a second server, in a streaming media system, a multiple description streaming session between a first server and a client as recited in Claim 1 wherein said client is a mobile client.
- 15 3. The method for handing off to a second server, in a streaming media system, a multiple description streaming session between a first server and a client as recited in said step a) of Claim 2 wherein said selecting of said second server is performed using mobility estimation.
- 20 4. The method for handing off to a second server, in a streaming media system, a multiple description streaming session between a first server and a client as recited in said step a) of Claim 3 wherein said mobility estimation is provided by said mobile client.
- 25 5. The method for handing off to a second server, in a streaming media system, a multiple description streaming session between a first server and a client as recited in Claim 1 wherein said handoff is necessitated by a condition selected from the group comprising: dynamic network conditions, dynamic server load, and client location.
- 30 6. The method for handing off to a second server, in a streaming media system, a multiple description streaming session between a first server and a client as recited in Claim 1 further comprising the step of:
- 35 after performing said step a), sending prefetch information to said second server.

7. The method for handing off to a second server, in a streaming media system, a multiple description streaming session between a first server and a client as recited in Claim 1 further comprising the step of:

5 after performing said step a), sending prefetch information from said first server to said second server.

8. The method for handing off to a second server, in a streaming media system, a multiple description streaming session between a first
10 server and a client as recited in Claim 1 wherein said step b) comprises the step of:

receiving, at said second server, said second multiple description bitstream from said first server.

15 9. The method for handing off to a second server, in a streaming media system, a multiple description streaming session between a first server and a client as recited in Claim 1 wherein said step b) comprises the step of:

20 receiving, at said second server, said second multiple description bitstream from a content source.

10. The method for handing off to a second server, in a streaming media system, a multiple description streaming session between a first server and a client as recited in Claim 1 further comprising the step of:

25 c) sending said second multiple description bitstream from said second server to said client.

11. The method for handing off to a second server, in a streaming media system, a multiple description streaming session between a first
30 server and a client as recited in Claim 9 further comprising the step of:

d) receiving, at said second server, said first multiple description bitstream.

12. The method for handing off to a second server, in a streaming
35 media system, a multiple description streaming session between a first server and a client as recited in Claim 11 wherein said step d) comprises the step of:

receiving, at said second server, said first multiple description bitstream from said first server.

13. The method for handing off to a second server, in a streaming media system, a multiple description streaming session between a first server and a client as recited in Claim 11 wherein said step d) comprises the step of:

receiving, at said second server, said first multiple description bitstream from a content source.

14. The method for handing off to a second server, in a streaming media system, a multiple description streaming session between a first server and a client as recited in Claim 11 further comprising the step of:

e) sending said first multiple description bitstream from said second server to said client.

15. The method for handing off to a second server, in a streaming media system, a multiple description streaming session between a first server and a client as recited in Claim 14 further comprising the step of:

f) dropping communication between said first server and said client.

16. A method for handing off to a second server, in a streaming media system, a multiple description streaming session between a first server and a client, said method comprising the steps of:

a) selecting a second server to receive a handoff of a multiple description streaming media session between a first server and a client, said multiple description streaming media session comprised of a first multiple description bitstream and a second multiple description bitstream;

b) sending prefetch information to said second server.

c) receiving at said second server, said second multiple description bitstream for streaming to said client; and

d) sending said second multiple description bitstream from said second server to said client;

e) receiving, at said second server, said first multiple description bitstream; and

f) sending said first multiple description bitstream from said second server to said client; and

g) dropping communication between said first server and said client.

17. The method for handing off to a second server, in a streaming media system, a multiple description streaming session between a first server and a client as recited in Claim 16 wherein said client is a mobile client.

18. The method for handing off to a second server, in a streaming media system, a multiple description streaming session between a first server and a client as recited in said step a) of Claim 17 wherein said selecting of said second server is performed using mobility estimation.

19. The method for handing off to a second server, in a streaming media system, a multiple description streaming session between a first server and a client as recited in said step a) of Claim 18 wherein said mobility estimation is provided by said mobile client.

20. The method for handing off to a second server, in a streaming media system, a multiple description streaming session between a first server and a client as recited in Claim 16 wherein said handoff is necessitated by a condition selected from the group comprising: dynamic network conditions, dynamic server load, and client location.

21. The method for handing off to a second server, in a streaming media system, a multiple description streaming session between a first server and a client as recited in Claim 16 wherein said step b) comprises: sending prefetch said information from said first server to said second server.

22. The method for handing off to a second server, in a streaming media system, a multiple description streaming session between a first server and a client as recited in Claim 16 wherein said step c) comprises the step of:

receiving, at said second server, said second multiple description bitstream from said first server.

23. The method for handing off to a second server, in a streaming media system, a multiple description streaming session between a first server and a client as recited in Claim 16 wherein said step c) comprises the step of:

receiving, at said second server, said second multiple description bitstream from a content source.

24. The method for handing off to a second server, in a streaming media system, a multiple description streaming session between a first server and a client as recited in Claim 16 wherein said step e) comprises the step of:

receiving, at said second server, said first multiple description bitstream from said first server.

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25. The method for handing off to a second server, in a streaming media system, a multiple description streaming session between a first server and a client as recited in Claim 15 wherein said step e) comprises the step of:

15 receiving, at said second server, said first multiple description bitstream from a content source.

26. A computer readable medium having computer readable code stored thereon for causing a network device to cause a handoff to a second server, in a streaming media system, of a multiple description streaming session between a first server and a client, said method comprising the steps of:

a) selecting a second server to receive a handoff of a multiple description streaming media session between a first server and a client, said multiple description streaming media session comprised of a first multiple description bitstream and a second multiple description bitstream; and

b) receiving at said second server, said second multiple description bitstream for streaming to said client.

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27. The computer readable medium of Claim 26 wherein said computer readable medium further includes computer readable code stored thereon for causing said network device performing said step a) to select said second server to receive a handoff of a multiple description streaming media session between a first server and a mobile client.

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28. The computer readable medium of Claim 27 wherein said computer readable medium further includes computer readable code stored thereon for causing said network device performing said step a) to

select said second server using mobility estimation.

29. The computer readable medium of Claim 28 wherein said
computer readable medium further includes computer readable code
5 stored thereon for causing said network device performing said step a) to
select said second server using mobility estimation provided by said mobile
client.

30. The computer readable medium of Claim 26 wherein said
10 computer readable medium further includes computer readable code
stored thereon for causing said network device to perform said handoff
due to condition selected from the group comprising: dynamic network
conditions, dynamic server load, and client location.

31. The computer readable medium of Claim 26 wherein said
15 computer readable medium further includes computer readable code
stored thereon for causing said network device to further perform the step
of:

20 after performing said step a), sending prefetch information to said
second server.

32. The computer readable medium of Claim 26 wherein said
25 computer readable medium further includes computer readable code
stored thereon for causing said network device to further perform the step
of:

after performing said step a), sending prefetch information from
said first server to said second server.

33. The computer readable medium of Claim 26 wherein said
30 computer readable medium further includes computer readable code
stored thereon for causing said network device performing said step b) to
receive, at said second server, said second multiple description bitstream
from said first server.

34. The computer readable medium of Claim 26 wherein said
35 computer readable medium further includes computer readable code
stored thereon for causing said network device performing said step b) to
receive, at said second server, said second multiple description bitstream
from a content source.

35. The computer readable medium of Claim 26 wherein said computer readable medium further includes computer readable code stored thereon for causing said network device to further perform the step of:

c) sending said second multiple description bitstream from said second server to said client.

36. The computer readable medium of Claim 35 wherein said computer readable medium further includes computer readable code stored thereon for causing said network device to further perform the step of:

d) receiving, at said second server, said first multiple description bitstream.

37. The computer readable medium of Claim 36 wherein said computer readable medium further includes computer readable code stored thereon for causing said network device performing said step d) to receive, at said second server, said first multiple description bitstream from said first server.

38. The computer readable medium of Claim 36 wherein said computer readable medium further includes computer readable code stored thereon for causing said network device performing said step d) to receive, at said second server, said first multiple description bitstream from a content source.

39. The computer readable medium of Claim 36 wherein said computer readable medium further includes computer readable code stored thereon for causing said network device to further perform the step of:

e) sending said first multiple description bitstream from said second server to said client.

40. The computer readable medium of Claim 39 wherein said computer readable medium further includes computer readable code stored thereon for causing said network device to further perform the step of:

f) dropping communication between said first server and said

